

WHAT IS CLAIMED IS:

1. A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches a predetermined progressive jackpot winning pattern, the method comprising:
 - receiving a deposit of an amount of a medium of currency by a player at a gaming unit;
 - receiving input for a player's wager on an occurrence of the wagering game at an input device of the gaming unit;
 - displaying the unique game array of game indicia for the player for the occurrence of the wagering game at a display device of the gaming unit;
 - receiving the sequentially selected game indicia at the gaming unit;
 - comparing the sequentially selected game indicia to the game indicia of the unique game array;
 - determining that the player has won an interim pattern award for the occurrence of the wagering game if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia matches a predetermined interim pattern;
 - determining an interim pattern award amount for the player corresponding to the interim pattern matched by the pattern on the player's unique game array;
 - providing a sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the interim pattern award amount; and
 - adding the interim pattern award amount to a progressive jackpot pool if the player does not input the prize claiming input within the sleep time period.

2. A method for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 1, wherein the outcome of the
occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined maximum number of sequentially selected game
6 indicia.

3. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, wherein the interim pattern award amount is a
predetermined award amount corresponding to the interim pattern matched by the
4 pattern on the player's unique game array.

4. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, wherein the wagering game has a plurality of
predetermined interim patterns each having a corresponding interim pattern award
4 amount, the method comprising:

determining that the player has won at least one interim pattern award for the
6 occurrence of the wagering game if at least one pattern on the player's unique game
array formed by game indicia on the unique game array matching sequentially
8 selected indicia matches one of the predetermined interim patterns;

determining a total interim pattern award amount for the player equal to the
10 sum of the interim pattern award amounts corresponding to the predetermined interim
patterns determined to be matched on the player's unique game array; and

12 adding the total interim pattern award amount to the progressive jackpot pool
if the player does not input the prize claiming input within the sleep time period.

5. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, wherein the wagering game has a plurality of
predetermined interim patterns each having a corresponding interim pattern award
4 amount, the method comprising:

determining that the player has won at least one interim pattern award for the
6 occurrence of the wagering game if at least one pattern on the player's unique game
array formed by game indicia on the unique game array matching sequentially
8 selected indicia matches one of the predetermined interim patterns;

determining a total interim pattern award amount for the player equal to the
10 greatest of the interim pattern award amounts corresponding to the predetermined
interim patterns determined to be matched on the player's unique game array; and
12 adding the total interim pattern award amount to the progressive jackpot pool
if the player does not input the prize claiming input within the sleep time period.

6. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, comprising:
receiving a first batch of the sequentially selected game indicia at the gaming
4 unit;
comparing the first batch of the sequentially selected game indicia to the game
6 indicia of the unique game array;
determining that the player has won a first interim pattern award for the
8 occurrence of the wagering game if a first pattern on the player's unique game array
formed by game indicia on the unique game array matching sequentially selected
10 indicia in the first batch matches one of a plurality of predetermined interim patterns;
determining a first interim pattern award amount for the player corresponding
12 to the first interim pattern matched by the first pattern on the player's unique game
array;
14 providing a first sleep time period for the player to make a prize claiming
input selection at the input device of the gaming unit to claim the first interim pattern
16 award amount;
storing the first interim pattern award amount if the player inputs the prize
18 claiming input within the first sleep time period;
receiving a second batch of the sequentially selected game indicia at the
20 gaming unit;
comparing the second batch of sequentially selected game indicia to the game
22 indicia of the unique game array;
determining that the player has won a second interim pattern award for the
24 occurrence of the wagering game if a second pattern on the player's unique game
array formed by game indicia on the unique game array matching sequentially
26 selected indicia in the first and second batches matches a second one of the
predetermined interim patterns;

28 determining a second interim pattern award amount for the player
corresponding to the second interim pattern matched by the second pattern on the
30 player's unique game array;
 providing a second sleep time period for the player to make a prize claiming
32 input selection at the input device of the gaming unit to claim the second interim
pattern award amount;
34 adding the second interim pattern award amount to the progressive jackpot
pool if the player does not input the prize claiming input within the second sleep time
36 period; and
 awarding the first interim pattern award amount to the player if the player does
38 not input the prize claiming input within the second sleep time period.

7. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, comprising:
 receiving a first batch of the sequentially selected game indicia at the gaming
4 unit;
 comparing the first batch of the sequentially selected game indicia to the game
6 indicia of the unique game array;
 determining that the player has won a first interim pattern award for the
8 occurrence of the wagering game if a first pattern on the player's unique game array
formed by game indicia on the unique game array matching sequentially selected
10 indicia in the first batch matches one of a plurality of predetermined interim patterns;
 determining a first interim pattern award amount for the player corresponding
12 to the first interim pattern matched by the first pattern on the player's unique game
array;
14 providing a first sleep time period for the player to make a prize claiming
input selection at the input device of the gaming unit to claim the first interim pattern
16 award amount;
 storing the first interim pattern award amount if the player inputs the prize
18 claiming input within the first sleep time period;
 receiving a second batch of the sequentially selected game indicia at the
20 gaming unit;
 comparing the second batch of sequentially selected game indicia to the game
22 indicia of the unique game array;

determining that the player has won a second interim pattern award for the
24 occurrence of the wagering game if a second pattern on the player's unique game
array formed by game indicia on the unique game array matching sequentially
26 selected indicia in the first and second batches, matches a second one of the
predetermined interim patterns;

28 determining a second interim pattern award amount for the player
corresponding to the second interim pattern matched by the second pattern on the
30 player's unique game array;

providing a second sleep time period for the player to make a prize claiming
32 input selection at the input device of the gaming unit to claim the second interim
pattern award amount;

34 adding a progressive jackpot contribution equal to the second interim pattern
award amount minus the first interim pattern award amount to the progressive jackpot
36 pool if the player does not input the prize claiming input within the second sleep time
period and the second interim pattern award amount is greater than the first interim
38 pattern award amount; and

awarding the first interim pattern award amount to the player if the player does
40 not input the prize claiming input within the second sleep time period.

8. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming
4 unit;

comparing the first batch of the sequentially selected game indicia to the game
6 indicia of the unique game array;

determining that the player has won a first interim pattern award for the
8 occurrence of the wagering game if a first pattern on the player's unique game array
formed by game indicia on the unique game array matching sequentially selected
10 indicia in the first batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding
12 to the first interim pattern matched by the first pattern on the player's unique game
array;

14 determining that the player has won a second interim pattern award for the
occurrence of the wagering game if a second pattern on the player's unique game

16 array formed by game indicia on the unique game array matching sequentially
selected indicia in the first batch matches a second one of the predetermined interim
18 patterns;

determining a second interim pattern award amount for the player
20 corresponding to the second interim pattern matched by the second pattern on the
player's unique game array, wherein the second interim pattern award amount is less
22 than or equal to the first interim pattern award amount;

providing a first sleep time period for the player to make a prize claiming
24 input selection at the input device of the gaming unit to claim the first interim pattern
award amount;

26 adding the first interim pattern award amount to the progressive jackpot pool if
the player does not input the prize claiming input within the first sleep time period;

28 receiving a second batch of the sequentially selected game indicia at the
gaming unit;

30 comparing the second batch of sequentially selected game indicia to the game
indicia of the unique game array;

32 determining that the player has won the second interim pattern award for the
occurrence of the wagering game;

34 determining the second interim pattern award amount for the player;

providing a second sleep time period for the player to make a prize claiming
36 input selection at the input device of the gaming unit to claim the second interim
pattern award amount; and

38 awarding the second interim pattern award amount to the player if the player
inputs the prize claiming input within the second sleep time period.

9. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 1, comprising:

receiving a first batch of the sequentially selected game indicia at the gaming
4 unit;

comparing the first batch of the sequentially selected game indicia to the game
6 indicia of the unique game array;

determining that the player has won a first interim pattern award for the
8 occurrence of the wagering game if a first pattern on the player's unique game array

formed by game indicia on the unique game array matching sequentially selected
10 indicia in the first batch matches one of a plurality of predetermined interim patterns;
determining a first interim pattern award amount for the player corresponding
12 to the first interim pattern matched by the first pattern on the player's unique game
array;
14 determining that the player has won a second interim pattern award for the
occurrence of the wagering game if a second pattern on the player's unique game
16 array formed by game indicia on the unique game array matching sequentially
selected indicia in the first batch matches a second one of the predetermined interim
18 patterns;
determining a second interim pattern award amount for the player
20 corresponding to the second interim pattern matched by the second pattern on the
player's unique game array, wherein the second interim pattern award amount is less
22 than or equal to the first interim pattern award amount;
providing a first sleep time period for the player to make a prize claiming
24 input selection at the input device of the gaming unit to claim the first interim pattern
award amount;
26 receiving a second batch of the sequentially selected game indicia at the
gaming unit;
28 comparing the second batch of sequentially selected game indicia to the game
indicia of the unique game array;
30 determining that the player has won the second interim pattern award for the
occurrence of the wagering game;
32 determining the second interim pattern award amount for the player;
providing a second sleep time period for the player to make a prize claiming
34 input selection at the input device of the gaming unit to claim the second interim
pattern award amount;
36 adding a progressive jackpot contribution equal to the first interim pattern
award amount minus the second interim pattern award amount to the progressive
38 jackpot pool if the player does not input the prize claiming input within the first sleep
time period and the first interim pattern award amount is greater than the second
40 interim pattern award amount; and
awarding the second interim pattern award amount to the player if the player
42 inputs the prize claiming input within the second sleep time period.

10. A method for conducting a wagering game and an associated
2 progressive jackpot, wherein the wagering game is a multi-player wagering game
wherein each player has a unique game array of game indicia for the occurrence of the
4 wagering game and individual game indicia are sequentially selected from a range of
available game indicia, wherein one of the players wins the occurrence of the
6 wagering game by matching a predetermined game winning pattern of game indicia
on the player's unique game array with the sequentially selected game indicia, and
8 wherein the outcome of the occurrence of the wagering game is a predetermined
progressive jackpot winning outcome if a pattern on the player's unique game array
10 formed by game indicia on the unique game array matching sequentially selected
game indicia matches a predetermined progressive jackpot winning pattern, the
12 method comprising:

providing a currency-accepting mechanism at a gaming unit for receiving a
14 deposit of an amount of a medium of currency by a player at the gaming unit;

providing an input device for receiving input for a player's wager on an
16 occurrence of the wagering game at the gaming unit;

providing a display device for displaying the unique game array of game
18 indicia for the player for the occurrence of the wagering game at the gaming unit;

configuring the gaming unit to receive the sequentially selected game indicia
20 at the gaming unit;

configuring the gaming unit to compare the sequentially selected game indicia
22 to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won an interim
24 pattern award for the occurrence of the wagering game if a pattern on the player's
unique game array formed by game indicia on the unique game array matching
26 sequentially selected indicia matches a predetermined interim pattern;

configuring the gaming unit to determine an interim pattern award amount for
28 the player corresponding to the interim pattern matched by the pattern on the player's
unique game array;

configuring the gaming unit to provide a sleep time period for the player to
30 make a prize claiming input selection at the input device of the gaming unit to claim
32 the interim pattern award amount; and

34 configuring the gaming unit to transmit a message to a progressive jackpot
network computer to add the interim pattern award amount to a progressive jackpot
pool if the player does not input the prize claiming input within the sleep time period.

11. A method for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 10, wherein the outcome of the
occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined maximum number of sequentially selected game
6 indicia.

12. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, wherein the interim pattern award amount is a
predetermined award amount corresponding to the interim pattern matched by the
4 pattern on the player's unique game array.

13. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, wherein the wagering game has a plurality of
predetermined interim patterns each having a corresponding interim pattern award
4 amount, the method comprising:

configuring the gaming unit to determine that the player has won at least one
6 interim pattern award for the occurrence of the wagering game if at least one pattern
on the player's unique game array formed by game indicia on the unique game array
8 matching sequentially selected indicia matches one of the predetermined interim
patterns;

10 configuring the gaming unit to determine a total interim pattern award amount
for the player equal to the sum of the interim pattern award amounts corresponding to
12 the predetermined interim patterns determined to be matched on the player's unique
game array; and

14 configuring the gaming unit to transmit a message to a progressive jackpot
network computer to add the total interim pattern award amount to the progressive
16 jackpot pool if the player does not input the prize claiming input within the sleep time
period.

14. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, wherein the wagering game has a plurality of
predetermined interim patterns each having a corresponding interim pattern award
4 amount, the method comprising:

configuring the gaming unit to determine that the player has won at least one
6 interim pattern award for the occurrence of the wagering game if at least one pattern
on the player's unique game array formed by game indicia on the unique game array
8 matching sequentially selected indicia matches one of the predetermined interim
patterns;

configuring the gaming unit to determine a total interim pattern award amount
10 for the player equal to the greatest of the interim pattern award amounts
corresponding to the predetermined interim patterns determined to be matched on the
12 player's unique game array; and

configuring the gaming unit to transmit a message to a progressive jackpot
14 network computer to add the total interim pattern award amount to the progressive
jackpot pool if the player does not input the prize claiming input within the sleep time
16 period.

15. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, comprising:

configuring the gaming unit to receive a first batch of the sequentially selected
4 game indicia at the gaming unit;

configuring the gaming unit to compare the first batch of the sequentially
6 selected game indicia to the game indicia of the unique game array;

configuring the gaming unit to determine that the player has won a first
8 interim pattern award for the occurrence of the wagering game if a first pattern on the
player's unique game array formed by game indicia on the unique game array
10 matching sequentially selected indicia in the first batch matches one of a plurality of
predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount
12 for the player corresponding to the first interim pattern matched by the first pattern on
the player's unique game array;
14

16 configuring the gaming unit to provide a first sleep time period for the player
to make a prize claiming input selection at the input device of the gaming unit to
claim the first interim pattern award amount;

18 configuring the gaming unit to store the first interim pattern award amount if
the player inputs the prize claiming input within the first sleep time period;

20 configuring the gaming unit to receive a second batch of the sequentially
selected game indicia at the gaming unit;

22 configuring the gaming unit to compare the second batch of sequentially
selected game indicia to the game indicia of the unique game array;

24 configuring the gaming unit to determine that the player has won a second
interim pattern award for the occurrence of the wagering game if a second pattern on
26 the player's unique game array formed by game indicia on the unique game array
matching sequentially selected indicia in the first and second batches matches a
28 second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award
30 amount for the player corresponding to the second interim pattern matched by the
second pattern on the player's unique game array;

32 configuring the gaming unit to provide a second sleep time period for the
player to make a prize claiming input selection at the input device of the gaming unit
34 to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot
36 network computer to add the second interim pattern award amount to the progressive
jackpot pool if the player does not input the prize claiming input within the second
38 sleep time period; and

configuring the gaming unit to award the first interim pattern award amount to
40 the player if the player does not input the prize claiming input within the second sleep
time period.

16. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, comprising:

configuring the gaming unit to receive a first batch of the sequentially selected
4 game indicia at the gaming unit;

configuring the gaming unit to compare the first batch of the sequentially
6 selected game indicia to the game indicia of the unique game array;

8 configuring the gaming unit to determine that the player has won a first
interim pattern award for the occurrence of the wagering game if a first pattern on the
player's unique game array formed by game indicia on the unique game array
10 matching sequentially selected indicia in the first batch matches one of a plurality of,
predetermined interim patterns;

12 configuring the gaming unit to determine a first interim pattern award amount
for the player corresponding to the first interim pattern matched by the first pattern on
14 the player's unique game array;

configuring the gaming unit to provide a first sleep time period for the player
16 to make a prize claiming input selection at the input device of the gaming unit to
claim the first interim pattern award amount;

18 configuring the gaming unit to store the first interim pattern award amount if
the player inputs the prize claiming input within the first sleep time period;

20 configuring the gaming unit to receive a second batch of the sequentially
selected game indicia at the gaming unit;

22 configuring the gaming unit to compare the second batch of sequentially
selected game indicia to the game indicia of the unique game array;

24 configuring the gaming unit to determine that the player has won a second
interim pattern award for the occurrence of the wagering game if a second pattern on
26 the player's unique game array formed by game indicia on the unique game array
matching sequentially selected indicia in the first and second batches matches a
28 second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award
30 amount for the player corresponding to the second interim pattern matched by the
second pattern on the player's unique game array;

32 configuring the gaming unit to provide a second sleep time period for the
player to make a prize claiming input selection at the input device of the gaming unit
34 to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot
36 network computer to add a progressive jackpot contribution equal to the second
interim pattern award amount minus the first interim pattern award amount to the
38 progressive jackpot pool if the player does not input the prize claiming input within
the second sleep time period and the second interim pattern award amount is greater
40 than the first interim pattern award amount; and

42 configuring the gaming unit to award the first interim pattern award amount to
the player if the player does not input the prize claiming input within the second sleep
time period.

17. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, comprising:
configuring the gaming unit to receive a first batch of the sequentially selected
4 game indicia at the gaming unit;
configuring the gaming unit to compare the first batch of the sequentially
6 selected game indicia to the game indicia of the unique game array;
configuring the gaming unit to determine that the player has won a first
8 interim pattern award for the occurrence of the wagering game if a first pattern on the
player's unique game array formed by game indicia on the unique game array
10 matching sequentially selected indicia in the first batch matches one of a plurality of
predetermined interim patterns;
12 configuring the gaming unit to determine a first interim pattern award amount
for the player corresponding to the first interim pattern matched by the first pattern on
14 the player's unique game array;
configuring the gaming unit to determine that the player has won a second
16 interim pattern award for the occurrence of the wagering game if a second pattern on
the player's unique game array formed by game indicia on the unique game array
18 matching sequentially selected indicia in the first batch matches a second one of the
predetermined interim patterns;
20 configuring the gaming unit to determine a second interim pattern award
amount for the player corresponding to the second interim pattern matched by the
22 second pattern on the player's unique game array, wherein the second interim pattern
award amount is less than or equal to the first interim pattern award amount;
24 configuring the gaming unit to provide a first sleep time period for the player
to make a prize claiming input selection at the input device of the gaming unit to
26 claim the first interim pattern award amount;
configuring the gaming unit to transmit a message to a progressive jackpot
28 network computer to add the first interim pattern award amount to the progressive
jackpot pool if the player does not input the prize claiming input within the first sleep
30 time period;

32 configuring the gaming unit to receive a second batch of the sequentially
selected game indicia at the gaming unit;
configuring the gaming unit to compare the second batch of sequentially
34 selected game indicia to the game indicia of the unique game array;
configuring the gaming unit to determine that the player has won the second
36 interim pattern award for the occurrence of the wagering game;
configuring the gaming unit to determine the second interim pattern award
38 amount for the player;
configuring the gaming unit to provide a second sleep time period for the
40 player to make a prize claiming input selection at the input device of the gaming unit
to claim the second interim pattern award amount; and
42 configuring the gaming unit to award the second interim pattern award amount
to the player if the player inputs the prize claiming input within the second sleep time
44 period.

18. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 10, comprising:
configuring the gaming unit to receive a first batch of the sequentially selected
4 game indicia at the gaming unit;
configuring the gaming unit to compare the first batch of the sequentially
6 selected game indicia to the game indicia of the unique game array;
configuring the gaming unit to determine that the player has won a first
8 interim pattern award for the occurrence of the wagering game if a first pattern on the
player's unique game array formed by game indicia on the unique game array
10 matching sequentially selected indicia in the first batch matches one of a plurality of
predetermined interim patterns;
12 configuring the gaming unit to determine a first interim pattern award amount
for the player corresponding to the first interim pattern matched by the first pattern on
14 the player's unique game array;
configuring the gaming unit to determine that the player has won a second
16 interim pattern award for the occurrence of the wagering game if a second pattern on
the player's unique game array formed by game indicia on the unique game array
18 matching sequentially selected indicia in the first batch matches a second one of the
predetermined interim patterns;

20 configuring the gaming unit to determine a second interim pattern award
amount for the player corresponding to the second interim pattern matched by the
22 second pattern on the player's unique game array, wherein the second interim pattern
award amount is less than or equal to the first interim pattern award amount;

24 configuring the gaming unit to provide a first sleep time period for the player
to make a prize claiming input selection at the input device of the gaming unit to
26 claim the first interim pattern award amount;

 configuring the gaming unit to receive a second batch of the sequentially
28 selected game indicia at the gaming unit;

 configuring the gaming unit to compare the second batch of sequentially
30 selected game indicia to the game indicia of the unique game array;

 configuring the gaming unit to determine that the player has won the second
32 interim pattern award for the occurrence of the wagering game;

 configuring the gaming unit to determine the second interim pattern award
34 amount for the player;

 configuring the gaming unit to provide a second sleep time period for the
36 player to make a prize claiming input selection at the input device of the gaming unit
to claim the second interim pattern award amount;

38 configuring the gaming unit to transmit a message to a progressive jackpot
network computer to add a progressive jackpot contribution equal to the first interim
40 pattern award amount minus the second interim pattern award amount to the
progressive jackpot pool if the player does not input the prize claiming input within
42 the first sleep time period and the first interim pattern award amount is greater than
the second interim pattern award amount; and

44 configuring the gaming unit to award the second interim pattern award amount
to the player if the player inputs the prize claiming input within the second sleep time
46 period.

19. A method for conducting a wagering game and an associated
2 progressive jackpot, wherein the wagering game is a multi-player wagering game
wherein each player has a unique game array of game indicia for the occurrence of the
4 wagering game and individual game indicia are sequentially selected from a range of
available game indicia, wherein one of the players wins the occurrence of the
6 wagering game by matching a predetermined game winning pattern of game indicia
on the player's unique game array with the sequentially selected game indicia, the
8 method comprising:

receiving a deposit of an amount of a medium of currency by a player at a
10 gaming unit;

receiving input for a player's wager on an occurrence of the wagering game at
12 an input device of the gaming unit;

displaying the unique game array of game indicia for the player for the
14 occurrence of the wagering game at a display device of the gaming unit;

receiving the sequentially selected game indicia at the gaming unit;

16 comparing the sequentially selected game indicia to the game indicia of the
unique game array;

18 determining that the player has won a progressive jackpot award for the
occurrence of the wagering game if a pattern on the player's unique game array
20 formed by game indicia on the unique game array matching sequentially selected
indicia matches a predetermined progressive jackpot winning pattern;

22 determining a progressive jackpot award amount for the player corresponding
to the progressive jackpot winning pattern matched by the pattern on the player's
24 unique game array;

subtracting the progressive jackpot award amount from a progressive jackpot
26 pool;

providing a sleep time period for the player to make a prize claiming input
28 selection at the input device of the gaming unit to claim the progressive jackpot award
amount; and

30 adding the progressive jackpot award amount to the progressive jackpot pool
if the player does not input the prize claiming input within the sleep time period.

20. A method for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 19, wherein the outcome of the

occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined maximum number of sequentially selected game
6 indicia.

21. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 19, wherein the progressive jackpot award amount is
equal to the amount of the progressive jackpot pool.

22. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 19, wherein the progressive jackpot award amount is
equal to the amount of the progressive jackpot pool multiplied by the ratio of the
4 amount of the player's wager on the occurrence of the wagering game to a maximum
wager amount that may be wagered on the wagering game.

23. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 19, wherein the progressive jackpot is associated
with a plurality of wagering games, and wherein the progressive jackpot award
4 amount is equal to the amount of the progressive jackpot pool multiplied by the ratio
of the amount of the player's wager on the occurrence of the wagering game to a
6 maximum wager amount that may be wagered a wagering game associated with the
progressive jackpot.

24. A method for conducting a wagering game and an associated
2 progressive jackpot, wherein the wagering game is a multi-player wagering game
wherein each player has a unique game array of game indicia for the occurrence of the
4 wagering game and individual game indicia are sequentially selected from a range of
available game indicia, wherein one of the players wins the occurrence of the
6 wagering game by matching a predetermined game winning pattern of game indicia
on the player's unique game array with the sequentially selected game indicia, the
8 method comprising:

- providing a currency-accepting mechanism at a gaming unit for receiving a
10 deposit of an amount of a medium of currency by a player at the gaming unit;
- providing an input device for receiving input for a player's wager on an
12 occurrence of the wagering game at the gaming unit;
- providing a display device for displaying the unique game array of game
14 indicia for the player for the occurrence of the wagering game at the gaming unit;
- configuring the gaming unit to receive the sequentially selected game indicia
16 at the gaming unit;
- configuring the gaming unit to compare the sequentially selected game indicia
18 to the game indicia of the unique game array;
- configuring the gaming unit to determine that the player has won a progressive
20 jackpot award for the occurrence of the wagering game if a pattern on the player's
unique game array formed by game indicia on the unique game array matching
22 sequentially selected indicia matches a predetermined progressive jackpot winning
pattern;
- 24 configuring the gaming unit to determine an progressive jackpot award
amount for the player corresponding to the progressive jackpot winning pattern
26 matched by the pattern on the player's unique game array;
- configuring the gaming unit to transmit a message to a progressive jackpot
28 network computer to subtract the progressive jackpot award amount from a
progressive jackpot pool;
- 30 configuring the gaming unit to provide a sleep time period for the player to
make a prize claiming input selection at the input device of the gaming unit to claim
32 the progressive jackpot award amount; and
- configuring the gaming unit to transmit a message to the progressive jackpot
34 network computer to add the progressive jackpot award amount to the progressive

36 jackpot pool if the player does not input the prize claiming input within the sleep time period.

25. A method for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 24, wherein the outcome of the
occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined maximum number of sequentially selected game
6 indicia.

26. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 24, wherein the progressive jackpot award amount is
equal to the amount of the progressive jackpot pool.

27. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 24, wherein the progressive jackpot award amount is
equal to the amount of the progressive jackpot pool multiplied by the ratio of the
4 amount of the player's wager on the occurrence of the wagering game to a maximum
wager amount that may be wagered on the wagering game.

28. A method for conducting a wagering game and associated progressive
2 jackpot in accordance with claim 24, wherein the progressive jackpot is associated
with a plurality of wagering games, and wherein the progressive jackpot award
4 amount is equal to the amount of the progressive jackpot pool multiplied by the ratio
of the amount of the player's wager on the occurrence of the wagering game to a
6 maximum wager amount that may be wagered on a wagering game associated with
the progressive jackpot.

29. A gaming unit for conducting a wagering game and an associated
2 progressive jackpot in a gaming network having a network computer and a plurality
of gaming units, wherein the wagering game is a multi-player wagering game wherein
4 each player has a unique game array of game indicia for the occurrence of the
wagering game and individual game indicia are sequentially selected from a range of
6 available game indicia, wherein one of the players wins the occurrence of the
wagering game by matching a predetermined game winning pattern of game indicia
8 on the player's unique game array with the sequentially selected game indicia, and
wherein the outcome of the occurrence of the wagering game is a predetermined
10 progressive jackpot winning outcome if a pattern on the player's unique game array
formed by game indicia on the unique game array matching sequentially selected
12 game indicia matches a predetermined progressive jackpot winning pattern, the
gaming unit comprising:

- 14 an input device for inputting a plurality of input selections;
- a display device;
- 16 a gaming unit memory device;
- a currency-accepting mechanism that is capable of allowing a player to deposit
- 18 a medium of currency;
- a value-dispensing mechanism that is capable of dispensing value to the
- 20 player;
- a gaming unit controller operatively coupled to the input device, the display
- 22 device, the gaming unit memory device, the currency-accepting mechanism, and the
value-dispensing mechanism,
- 24 the gaming unit controller being programmed to allow the currency-
accepting mechanism to accept a deposit of an amount of a medium of
- 26 currency by a player at the gaming unit,
- the gaming unit controller being programmed to allow the input device
- 28 to receive input for a player's wager on an occurrence of the wagering game at
the input device,
- 30 the gaming unit controller being programmed to cause the display
device to display the unique game array of game indicia for the player for the
- 32 occurrence of the wagering game at a display device of the gaming unit,
- the gaming unit controller being programmed to receive the
- 34 sequentially selected game indicia at the gaming unit,

36 the gaming unit controller being programmed to compare the
sequentially selected game indicia to the game indicia of the unique game
array,

38 the gaming unit controller being programmed to determine that the
player has won an interim pattern award for the occurrence of the wagering
40 game in response to determining that a pattern on the player's unique game
array formed by game indicia on the unique game array matching sequentially
42 selected indicia matches a predetermined interim pattern;

 the gaming unit controller being programmed to determine an interim
44 pattern award amount for the player corresponding to the interim pattern
matched by the pattern on the player's unique game array;

46 the gaming unit controller being programmed to provide a sleep time
period for the player to make a prize claiming input selection at the input
48 device of the gaming unit to claim the interim pattern award amount; and

 the gaming unit controller being programmed to transmit a message to
50 a progressive jackpot network computer to add the interim pattern-award
amount to a progressive jackpot pool in response to not detecting input by the
52 player within the sleep time period.

30. A gaming unit for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 29, wherein the outcome of the
occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined number of sequentially selected game indicia.

31. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein the interim pattern award
amount is a predetermined award amount corresponding to the interim pattern
4 matched by the pattern on the player's unique game array.

32. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein the wagering game has a
plurality of predetermined interim patterns each having a corresponding interim
4 pattern award amount, the gaming unit controller being programmed to determine that

the player has won at least one interim pattern award for the occurrence of the
6 wagering game in response to determining that at least one pattern on the player's
unique game array formed by game indicia on the unique game array matching
8 sequentially selected indicia matches one of the predetermined interim patterns,

the gaming unit controller being programmed to determine a total interim
10 pattern award amount for the player equal to the sum of the interim pattern award
amounts corresponding to the predetermined interim patterns determined to be
12 matched on the player's unique game array, and

the gaming unit controller being programmed to transmit a message to a
14 progressive jackpot network computer to add the total interim pattern award amount
to the progressive jackpot pool in response to not detecting input by the player within
16 the sleep time period.

33. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein the wagering game has a
plurality of predetermined interim patterns each having a corresponding interim
4 pattern award amount, the gaming unit controller being programmed to determine that
the player has won at least one interim pattern award for the occurrence of the
6 wagering game in response to determining that at least one pattern on the player's
unique game array formed by game indicia on the unique game array matching
8 sequentially selected indicia matches one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a total interim
10 pattern award amount for the player equal to the greatest of the interim pattern award
amounts corresponding to the predetermined interim patterns determined to be
12 matched on the player's unique game array; and

the gaming unit controller being programmed to transmit a message to a
14 progressive jackpot network computer to add the total interim pattern award amount
to the progressive jackpot pool in response to not detecting input by the player within
16 the sleep time period.

34. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the
4 sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the
6 sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has
8 won a first interim pattern award for the occurrence of the wagering game in response
to determining that a first pattern on the player's unique game array formed by game
10 indicia on the unique game array matching sequentially selected indicia in the first
batch matches one of a plurality of predetermined interim patterns;

12 the gaming unit controller being programmed to determine a first interim
pattern award amount for the player corresponding to the first interim pattern matched
14 by the first pattern on the player's unique game array;

the gaming unit controller being programmed to provide a first sleep time
16 period for the player to make a prize claiming input selection at the input device of the
gaming unit to claim the first interim pattern award amount;

18 the gaming unit controller being programmed to cause the gaming unit
memory device to store the first interim pattern award amount in response to detecting
20 input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the
22 sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of
24 sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has
26 won a second interim pattern award for the occurrence of the wagering game in
response to determining that a second pattern on the player's unique game array
28 formed by game indicia on the unique game array matching sequentially selected
indicia in the first and second batches matches a second one of the predetermined
30 interim patterns;

the gaming unit controller being programmed to determine a second interim
32 pattern award amount for the player corresponding to the second interim pattern
matched by the second pattern on the player's unique game array;

34 the gaming unit controller being programmed to provide a second sleep time
period for the player to make a prize claiming input selection at the input device of the
36 gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a
38 progressive jackpot network computer to add the second interim pattern award

amount to the progressive jackpot pool in response to not detecting input by the player
40 within the second sleep time period; and

the gaming unit controller being programmed to cause the value-dispensing
42 mechanism to dispense the first interim pattern award amount to the player in
response to not detecting input by the player within the second sleep time period.

35. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the
4 sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the
6 sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has
8 won a first interim pattern award for the occurrence of the wagering game in response
to determining that a first pattern on the player's unique game array formed by game
10 indicia on the unique game array matching sequentially selected indicia in the first
batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim
12 pattern award amount for the player corresponding to the first interim pattern matched
14 by the first pattern on the player's unique game array;

the gaming unit controller being programmed to provide a first sleep time
16 period for the player to make a prize claiming input selection at the input device of the
gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to cause the gaming unit
18 memory device to store the first interim pattern award amount in response to detecting
20 input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the
22 sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of
24 sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has
26 won a second interim pattern award for the occurrence of the wagering game in
response to determining that a second pattern on the player's unique game array
28 formed by game indicia on the unique game array matching sequentially selected

indicia in the first and second batches matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second pattern on the player's unique game array;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the second sleep time period and determining that the second interim pattern award amount is greater than the first interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the first interim pattern award amount to the player in response to not detecting input by the player within the second sleep time period.

36. A gaming unit for conducting a wagering game and associated progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first pattern on the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in

response to determining that a second pattern on the player's unique game array
18 formed by game indicia on the unique game array matching sequentially selected
indicia in the first batch matches a second one of the predetermined interim patterns;

20 the gaming unit controller being programmed to determine a second interim
pattern award amount for the player corresponding to the second interim pattern
22 matched by the second pattern on the player's unique game array, wherein the second
interim pattern award amount is less than or equal to the first interim pattern award
24 amount;

the gaming unit control unit being programmed to provide a first sleep time
26 period for the player to make a prize claiming input selection at the input device of the
gaming unit to claim the first interim pattern award amount;

28 the gaming unit controller being programmed to transmit a message to a
progressive jackpot network computer to add the first interim pattern award amount to
30 the progressive jackpot pool in response to not detecting input by the player within the
first sleep time period;

32 the gaming unit controller being programmed to receive a second batch of the
sequentially selected game indicia at the gaming unit;

34 the gaming unit controller being programmed to compare the second batch of
sequentially selected game indicia to the game indicia of the unique game array;

36 the gaming unit controller being programmed to determine that the player has
won the second interim pattern award for the occurrence of the wagering game;

38 the gaming unit controller being programmed to determine the second interim
pattern award amount for the player;

40 the gaming unit controller being programmed to provide a second sleep time
period for the player to make a prize claiming input selection at the input device of the
42 gaming unit to claim the second interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing
44 mechanism to dispense the second interim pattern award amount to the player in
response to detecting input by the player within the second sleep time period.

37. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 29, wherein:

the gaming unit controller being programmed to receive a first batch of the
4 sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the
6 sequentially selected game indicia to the game indicia of the unique game array;

the gaming unit controller being programmed to determine that the player has
8 won a first interim pattern award for the occurrence of the wagering game in response
to determining that a first pattern on the player's unique game array formed by game
10 indicia on the unique game array matching sequentially selected indicia in the first
batch matches one of a plurality of predetermined interim patterns;

12 the gaming unit controller being programmed to determine a first interim
pattern award amount for the player corresponding to the first interim pattern matched
14 by the first pattern on the player's unique game array;

the gaming unit controller being programmed to determine that the player has
16 won a second interim pattern award for the occurrence of the wagering game in
response to determining that a second pattern on the player's unique game array
18 formed by game indicia on the unique game array matching sequentially selected
indicia in the first batch matches a second one of the predetermined interim patterns;

20 the gaming unit controller being programmed to determine a second interim
pattern award amount for the player corresponding to the second interim pattern
22 matched by the second pattern on the player's unique game array, wherein the second
interim pattern award amount is less than or equal to the first interim pattern award
24 amount;

the gaming unit control unit being programmed to provide a first sleep time
26 period for the player to make a prize claiming input selection at the input device of the
gaming unit to claim the first interim pattern award amount;

28 the gaming unit controller being programmed to receive a second batch of the
sequentially selected game indicia at the gaming unit;

30 the gaming unit controller being programmed to compare the second batch of
sequentially selected game indicia to the game indicia of the unique game array;

32 the gaming unit controller being programmed to determine that the player has
won the second interim pattern award for the occurrence of the wagering game;

34 the gaming unit controller being programmed to determine the second interim
pattern award amount for the player;

36 the gaming unit controller being programmed to provide a second sleep time
period for the player to make a prize claiming input selection at the input device of the
38 gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a
40 progressive jackpot network computer to add a progressive jackpot contribution equal
to the first interim pattern award amount minus the second interim pattern award
42 amount to the progressive jackpot pool in response to not detecting input by the player
within the second sleep time period and determining that the first interim pattern
44 award amount is greater than the second interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing
46 mechanism to dispense the second interim pattern award amount to the player in
response to detecting input by the player within the second sleep time period.

38. A gaming unit for conducting a wagering game and an associated progressive jackpot in a gaming network having a network computer and a plurality of gaming units, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches a predetermined progressive jackpot winning pattern, the gaming unit comprising:

- an input device for inputting a plurality of input selections;
- a display device;
- a gaming unit memory device;
- a currency-accepting mechanism that is capable of allowing a player to deposit a medium of currency;
- a value-dispensing mechanism that is capable of dispensing value to the player;
- a gaming unit controller operatively coupled to the input device, the display device, the gaming unit memory device, the currency-accepting mechanism, and the value-dispensing mechanism,
- the gaming unit controller being programmed to allow the currency-accepting mechanism to accept a deposit of an amount of a medium of currency by a player at the gaming unit,
- the gaming unit controller being programmed to allow the input device to receive input for a player's wager on an occurrence of the wagering game at the input device,
- the gaming unit controller being programmed to cause the display device to display the unique game array of game indicia for the player for the occurrence of the wagering game at a display device of the gaming unit,
- the gaming unit controller being programmed to receive the sequentially selected game indicia at the gaming unit,

36 the gaming unit controller being programmed to compare the
sequentially selected game indicia to the game indicia of the unique game
array,

38 the gaming unit controller being programmed to determine that the
player has won a progressive jackpot award for the occurrence of the
40 wagering game in response to determining that a pattern on the player's
unique game array formed by game indicia on the unique game array
42 matching sequentially selected indicia matches a predetermined progressive
jackpot winning pattern;

44 the gaming unit controller being programmed to determine an
progressive jackpot award amount for the player corresponding to the
46 progressive jackpot winning pattern matched by the pattern on the player's
unique game array;

48 the gaming unit controller being programmed to transmit a message to
a progressive jackpot network computer to subtract the progressive jackpot
50 award amount from a progressive jackpot pool,

 the gaming unit controller being programmed to provide a sleep time
52 period for the player to make a prize claiming input selection at the input
device of the gaming unit to claim the interim pattern award amount; and

54 the gaming unit controller being programmed to transmit a message to
the progressive jackpot network computer to add the interim pattern award
56 amount to the progressive jackpot pool in response to not detecting input by
the player within the sleep time period.

39. A gaming unit for conducting a wagering game and an associated
2 progressive jackpot in accordance with claim 38, wherein the outcome of the
occurrence of the wagering game is a predetermined progressive jackpot winning
4 outcome if the player matches the predetermined progressive jackpot winning
outcome within a predetermined number of sequentially selected game indicia.

40. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 38, wherein the progressive jackpot
wager amount is equal to the amount of the progressive jackpot pool.

41. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 38, wherein the progressive jackpot
wager amount is equal to the amount of the progressive jackpot pool multiplied by the
4 ratio of the amount of the player's wager on the occurrence of the wagering game to a
maximum wager amount that may be wagered on the wagering game.

42. A gaming unit for conducting a wagering game and associated
2 progressive jackpot in accordance with claim 38, wherein the progressive jackpot is
associate with a plurality of wagering games, and wherein the progressive jackpot
4 wager amount is equal to the amount of the progressive jackpot pool multiplied by the
ratio of the amount of the player's wager on the occurrence of the wagering game to a
6 maximum wager amount that may be wagered on a wagering game associated with
the progressive jackpot.